

M 4.8, 72km ESE of Cascade, Idaho

Origin Time: 2020-04-01 00:27:41 UTC (Tue 18:27:41 local)

Location: 44.3232° N 115.1673° W Depth: 10.0 km

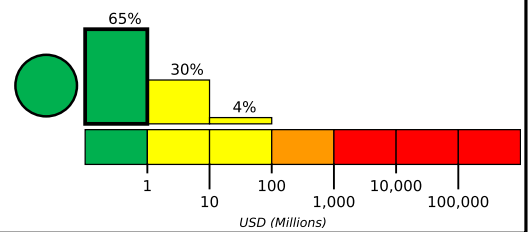
Created: 1 week, 0 days after earthquake

Estimated Fatalities



Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

Estimated Economic Losses

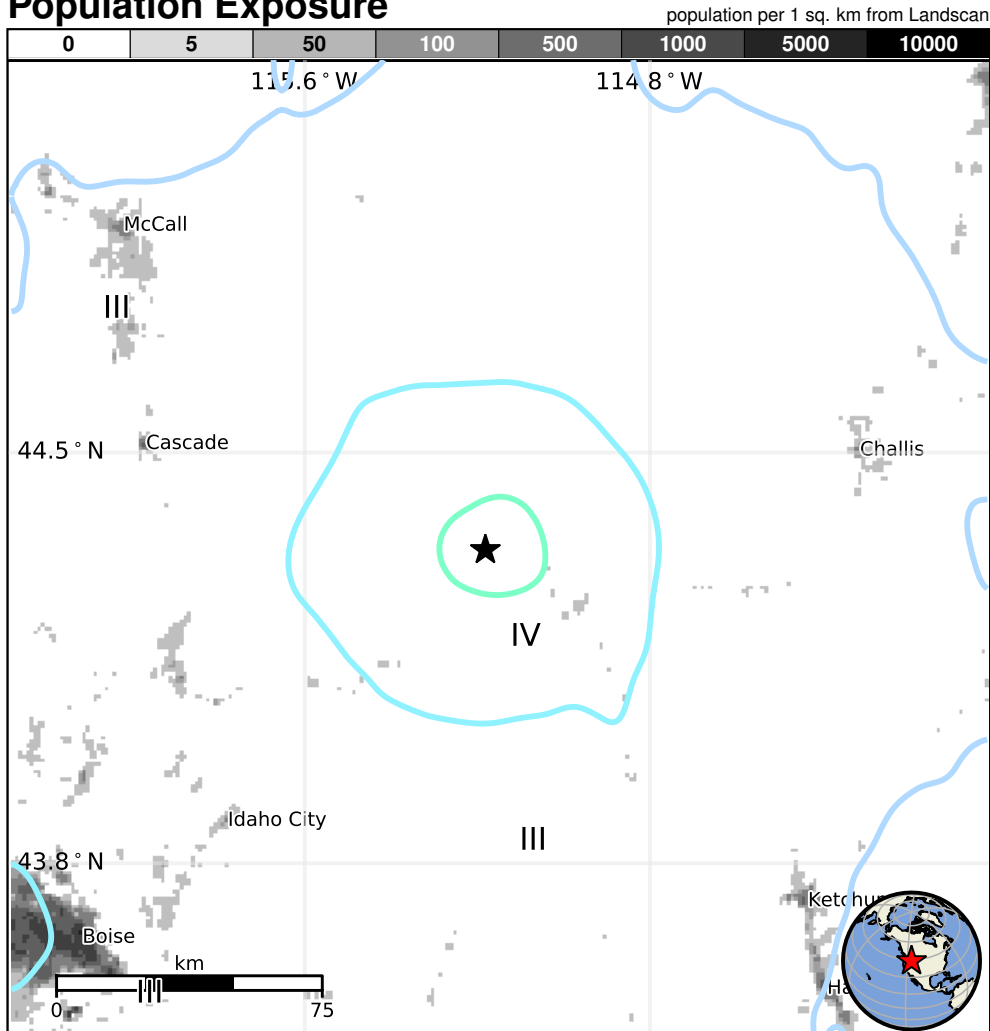


Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		—*	227k*	215k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are unreinforced brick masonry and reinforced masonry construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
1984-08-22	98	5.5	V(3k)	—
1994-02-03	379	5.8	VIII(1k)	—
1983-10-28	112	6.9	VII(2k)	2

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
IV	Eagle	20k
III	Boise	146k
III	Garden City	11k
III	Idaho City	0
III	Cascade	1k
III	Challis	1k
III	McCall	3k
III	Ketchum	3k
III	Bellevue	2k
III	Hailey	8k
III	Salmon	3k

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.

<https://earthquake.usgs.gov/earthquakes/eventpage/us70008js1#pager>

bold cities appear on map.

(k = x1000)

Event ID: us70008js1